Design Spec - Audio Narration

Overview
Descriptive audio narration in the game, when you enter new areas and biomes.

Design Goals
The intention of this feature is to describe areas and environments to totally blind gamers. It will also help to convey the lore and ambiance to all players.

Core player experience: as a totally blind player, I want to experience the world of Pandora through audio descriptions, well written narrative, and ambiance.

High Level Design
Recommendation: hire an audio narration studio.

Stakeholders
- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer -
- Game Programmer -
- Lore writer -
- Audio Narration Studio who can write and record descriptions -

Detailed Design
If the budget allows it, hiring an audio narration studio would be the best option. They are experts in writing a narrative and describing areas, and would be able to work around the sounds in the environment, according to Brandon Cole. A backup option would be a non-robotic TTS, which reads descriptions written by the lore writers in the game.

Technical Requirements
Can't comment on this.

Analytics
- Do players listen to the narrative or skip it/turn it off?

Test Tools
Adding TTS descriptions, written by the lore writers, to certain areas or biomes could be a good way to test the reactions to the descriptions and writing before recording with an audio narration studio.